Visual Effects Society Announces Winners of the 17th Annual VES Awards

Avengers: Infinity War Garners Top Feature Film; Spider-Man: Into the Spider-Verse is Top Animated Feature Film; Lost in Space Leads the Broadcast Wins

Celebrities Join Capacity Crowd of VFX Artists, Innovators and Industry VIPs

Los Angeles (February 5, 2019) – Today, the Visual Effects Society (VES), the industry’s global professional honorary society, held the 17th Annual VES Awards, the prestigious yearly celebration that recognizes outstanding visual effects artistry and innovation in film, animation, television, commercials, video games and special venues.

Comedian Patton Oswalt served as host for the 8th time to the more than 1000 guests gathered at the Beverly Hilton to celebrate VFX talent in 24 awards categories. Avengers: Infinity War was named the photoreal feature winner, garnering four awards. Spider-Man: Into the Spider-Verse was named top animated film, winning four awards. Lost in Space was named best photoreal episode and also garnered four awards.

Jimmy Kimmel presented the VES Award for Creative Excellence to award-winning creators-executive producers-writers-directors David Benioff and D.B. Weiss. Evan Rachel Wood presented the VES Visionary Award to acclaimed writer-director-producer Jonathan Nolan. And Steve Carell presented the Lifetime Achievement Award to Oscar®-nominated producer and founder and CEO of Illumination Chris Meledandri. Awards presenters also included: James Marsden, Incredibles 2 director Brad Bird, Avengers: Infinity War directors Anthony and Joe Russo, legendary director-producer Roger Corman, Allen Leech, Suzanne Cryer, Thomas Middleditch and Sydney Sweeney.

Winners of the 17th Annual VES Awards are as follows:

Outstanding Visual Effects in a Photoreal Feature

Avengers: Infinity War
Daniel DeLeeuw
Jen Underdahl
Kelly Port
Matt Aitken
Daniel Sudick
Outstanding Supporting Visual Effects in a Photoreal Feature

*First Man*
Paul Lambert
Kevin Elam
Tristan Myles
Ian Hunter
JD Schwalm

Outstanding Visual Effects in an Animated Feature

*Spider-Man: Into the Spider-Verse*
Joshua Beveridge
Christian Hejnal
Danny Dimian
Bret St. Clair

Outstanding Visual Effects in a Photoreal Episode

*Lost in Space; Danger, Will Robinson*
Jabbar Raisani
Terron Pratt
Niklas Jacobson
Joao Sita

Outstanding Supporting Visual Effects in a Photoreal Episode

*Tom Clancy’s Jack Ryan; Pilot*
Erik Henry
Matt Robken
Bobo Skipper
Deak Ferrand
Pau Costa

Outstanding Visual Effects in a Real-Time Project

*Age of Sail*
John Kahrs
Kevin Dart
Cassidy Curtis
Theresa Latzko

Outstanding Visual Effects in a Commercial

*John Lewis; The Boy and the Piano*
Kamen Markov
Philip Whalley
Anthony Bloor
Andy Steele
17th Annual VES Awards Winners

**Outstanding Visual Effects in a Special Venue Project**
_Childish Gambino’s Pharos_
Keith Miller
Alejandro Crawford
Thelvin Cabezas
Jeremy Thompson

**Outstanding Animated Character in a Photoreal Feature**
_Avengers: Infinity War; Thanos_
Jan Philip Cramer
Darren Hendler
Paul Story
Sidney Kombo-Kintombo

**Outstanding Animated Character in an Animated Feature**
_Spider-Man: Into the Spider-Verse; Miles Morales_
Marcos Kang
Chad Belteau
Humberto Rosa
Julie Bernier Gosselin

**Outstanding Animated Character in an Episode or Real-Time Project**
_Lost in Space; Humanoid_
Chad Shattuck
Paul Zeke
Julia Flanagan
Andrew McCartney

**Outstanding Animated Character in a Commercial**
_Volkswagen; Born Confident; Bam_
David Bryan
Chris Welsby
Fabian Frank
Chloe Dawe

**Outstanding Created Environment in a Photoreal Feature**
_Ready Player One; The Shining, Overlook Hotel_
Mert Yamak
Stanley Wong
Joana Garrido
Daniel-Ștefan Gagiu
**Outstanding Created Environment in an Animated Feature**
*Spider-Man; Into the Spider-Verse; Graphic New York City*
Terry Park
Bret St. Clair
Kimberly Liptrap
Dave Morehead

**Outstanding Created Environment in an Episode, Commercial, or Real-Time Project**
*Lost in Space; Pilot; Impact Area*
Philip Engström
Kenny Vähäkari
Jason Martin
Martin Bergquist

**Outstanding Virtual Cinematography in a Photoreal Project**
*Ready Player One; New York Race*
Daniele Bigi
Edmund Kolloen
Mathieu Vig
Jean-Baptiste Noyau

**Outstanding Model in a Photoreal or Animated Project**
*Mortal Engines; London*
Matthew Sandoval
James Ogle
Nick Keller
Sam Tack

**Outstanding Effects Simulations in a Photoreal Feature**
*Avengers: Infinity War; Titan*
Gerardo Aguilera
Ashraf Ghoniem
Vasilis Pazionis
Hartwell Durfor

**Outstanding Effects Simulations in an Animated Feature**
*Spider-Man: Into the Spider-Verse*
Ian Farnsworth
Pav Grochola
Simon Corbaux
Brian D. Casper
Outstanding Effects Simulations in an Episode, Commercial, or Real-Time Project
*Altered Carbon*
Philipp Kratzer
Daniel Fernandez
Xavier Lestourneaud
Andrea Rosa

Outstanding Compositing in a Photoreal Feature
*Avengers: Infinity War; Titan*
Sabine Laimer
Tim Walker
Tobias Wiesner
Massimo Pasquetti

Outstanding Compositing in a Photoreal Episode
*Lost in Space; Impact; Crash Site Rescue*
David Wahlberg
Douglas Roshamn
Sofie Ljunggren
Fredrik Lönn

Outstanding Compositing in a Photoreal Commercial
*Apple; Welcome Home*
Michael Ralla
Steve Drew
Alejandro Villabon
Peter Timberlake

Outstanding Visual Effects in a Student Project
*Terra Nova*
Thomas Battistetti
Mélanie Geley
Mickael Le Mezo
Guillaume Hoarau

About the Visual Effects Society
The Visual Effects Society is a professional global honorary society dedicated to advancing the arts, sciences and applications of visual effects and to upholding the highest standards and procedures for the visual effects profession. It is the entertainment industry's only official organization representing the extended global community of visual effects practitioners, including supervisors, artists, producers, technology developers, educators and studio executives. VES’ almost 4,000 members in 40 countries worldwide contribute to all areas of entertainment – film, television, commercials, animation, music videos, games, new media and special venues. To learn more about the VES, visit www.visualeffectssociety.com and follow us on Twitter: @VFXSociety. Read *VFX Voice*, our signature print and digital publication, at www.vfxvoice.com.